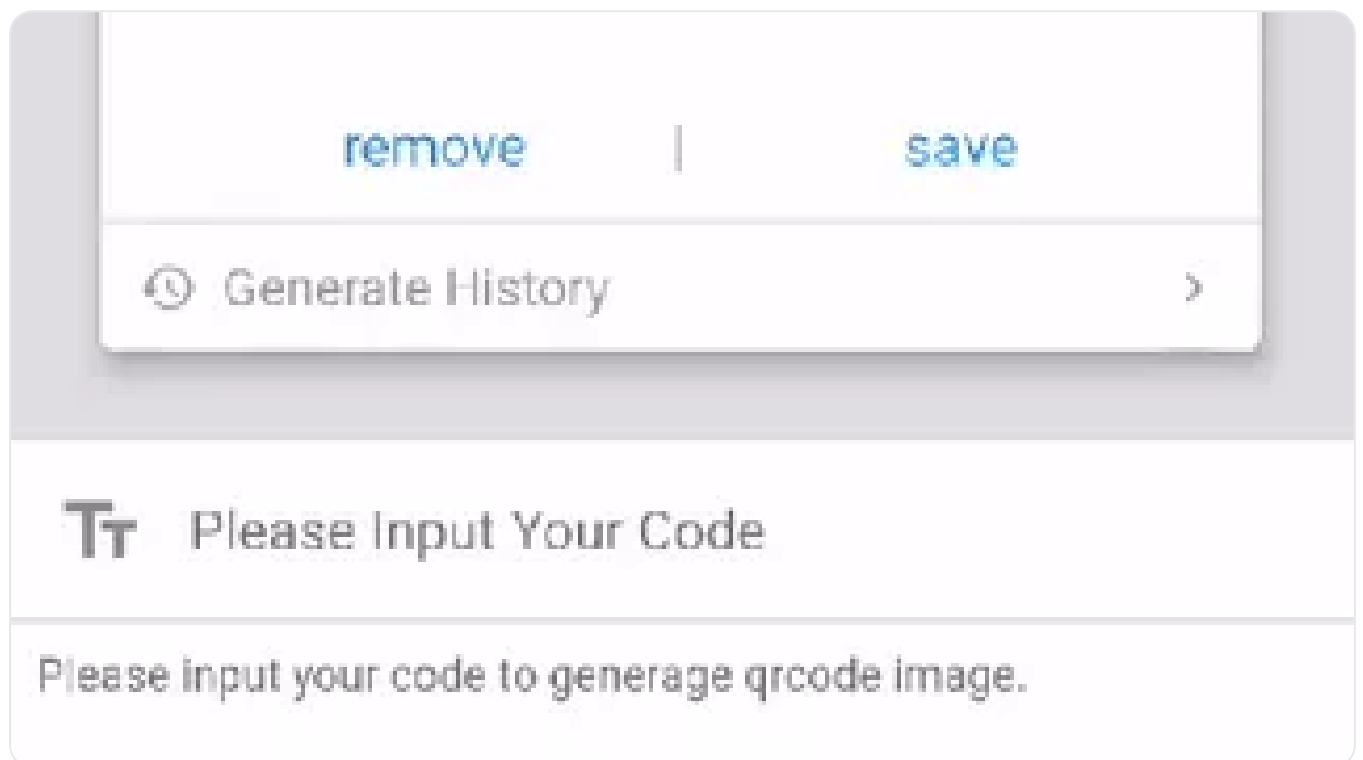




mobile_scanner

Flutter plugin for scanning barcodes and QR codes across Android, iOS, macOS, and web.



About

mobile_scanner is a Flutter barcode and QR code scanner built for camera-based scanning across Android, iOS, macOS, and web. It is described as a fast, lightweight plugin that supports multiple barcode formats, real-time detection, and camera behavior customization. The package page also shows platform-specific back ends: CameraX/ML Kit for Android, AVFoundation/Apple Vision for Apple platforms, and ZXing for web.

What is mobile_scanner

mobile_scanner is a Flutter barcode and QR code scanner plugin for apps that need



mobile_scanner

Visit

web, with the package page listing version 7.4.0 and Flutter as the SDK.

The plugin focuses on live scanning through the device camera rather than image-only workflows. Its own description calls it fast and lightweight, and it highlights support for multiple barcode formats plus tuning options for the scan experience.

Key features

Real-time barcode and QR code detection from the device camera.

Support for multiple barcode formats, not just QR codes.

Platform-specific scanning stacks:

Android: CameraX and ML Kit

iOS and macOS: AVFoundation and Apple Vision

Web: ZXing

Customization options for camera and scanner behavior.

Example code and sample flows for basic usage, scan windows, and retrieving barcode images.

Image analysis support on Android, iOS, and macOS, with web excluded for that feature.

`returnImage` support on Android, iOS, and macOS, with web excluded.

`scanWindow` support on Android, iOS, and macOS, with web excluded.

`autoZoom` support on Android only.

Lens-related APIs such as `getSupportedLenses()` and `getBestCloseRangeScanningLens()` on supported platforms.

The package documentation also notes that on Android and iOS you can filter supported lenses by camera facing direction. On macOS and web, that facing filter is ignored and all lenses are returned.

How to use it

Add the package to your Flutter project from pub.dev using the version shown on the package page.



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Initialize the scanner in your Flutter UI and connect it to the device camera.

Choose the scan behavior you need, such as live barcode detection, a restricted scan window, or image return for post-processing.

If your app needs camera selection, call `getSupportedLenses()` to inspect available lens types before switching cameras.

For close-up scanning on devices that support it, use `getBestCloseRangeScanningLens()` and confirm that the returned lens is actually available before switching.

Test separately on Android, iOS, macOS, and web, because feature support differs by platform.

Who it is for

`mobile_scanner` is a fit for Flutter developers building apps that need to read codes with the camera.

Common use cases include:

- inventory or stock lookup apps

- ticket and pass scanners

- retail or checkout workflows

- logistics and parcel workflows

- utility apps that need barcode reader functionality in Flutter

- web-based scanning tools that rely on browser camera access

It is especially useful when you want one Flutter plugin that spans mobile and web, while still using native scanning technologies under the hood on each platform.

What to know before you use it

Platform support is not identical. The package page lists Android, iOS, macOS, and web as supported, while Linux and Windows are marked unsupported.

`analyzeImage`, `returnImage`, and `scanWindow` are available on Android, iOS, and macOS, but not on web.

`autoZoom` is Android-only.



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`lensType` and `getSupportedLenses(facing:)` are available on Android and iOS, but not on macOS or web.

`getBestCloseRangeScanningLens()` behaves differently by platform and may return `normal` on some devices or `null` if no camera is available for the chosen facing direction.

On Android, sub-camera selection is constrained by CameraX, so the returned best lens may not be independently selectable in every case.

The documentation uses examples and platform notes, but it does not replace device testing. For critical capture flows, verify behavior on the exact phones, tablets, and browsers your users rely on.

If you need the package's latest release notes, install steps, or breaking-change details, check the official pub.dev page and changelog rather than relying on a summary.

`mobile_scanner` is a practical Flutter barcode scanner for teams that want a cross-platform camera solution with platform-native engines underneath. If you need a barcode and QR code scanner for Flutter, start with the example app and verify platform-specific behavior early.

FAQ

Is `mobile_scanner` free to use?

Which platforms does `mobile_scanner` support?

Does `mobile_scanner` work with QR codes only?

Can I control the scanner window or camera behavior?

Who should use `mobile_scanner`?





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Android, iOS, macOS, Web

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